

# FACE OF OBLIVION GAME SHEET

<b>Name</b>	
<b>Warlord Name</b>	

WS	BS	S	T	W	I	A	LD

**Wargear**

**Skills/Abilities/Warlord Trait/Psychic Powers**

**Game 1 Opponent**

**Game 2 Opponent**

**VPs**

**CPs**

**XP**

**VPs**

**CPs**

**XP**

**Notes/XP Tally**

**Notes/XP Tally**

**Game 3 Opponent**

**Game 4 Opponent**

**VPs**

**CPs**

**XP**

**VPs**

**CPs**

**XP**

**Notes/XP Tally**

**Notes/XP Tally**

- After Each Game: Roll for Warlord Injuries > Tally XP and purchase advancements**
- Kill an enemy Character 1 xp
  - Kill an enemy Warlord 1 + D3 xp
  - Kill an enemy Vehicle or Fortification 4 xp
  - Explore a Point of Interest 1 xp
  - Lone Survivor – Be the last model alive, and win the game. 5 xp
  - Kill an enemy Independent Character (non Warlord) 2 xp
  - Kill an enemy Walker or Monstrous Creature 4 xp
  - Kill an enemy Superheavy Vehicle or Walker 5 xp
  - Solo an enemy Squad (this includes breaking and running down a unit) 3 xp

VPs: Victory Points

CPs: Campaign Points

XP: Experience Points